SEGA™

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SEGA SATURN™

Frank Thomas
Big Hurt
Baseball™

BIG HURT

OFFICIAL
SEGA
SEAL OF QUALITY

STATS INC
FULL JAMES SIMULATED '95 STATS

MAJOR LEAGUE BASEBALL
PLAYERS

KIDS TO ADULTS
K·A
AGES 6+

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM.

T-8138H

HANDLING YOUR SATURN DISC

- The Sega Saturn Disc is intended for use exclusively with the Sega Saturn™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in it's case when not in use. Clean with a lint – free, soft dry cloth – wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATE-NESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

WARNING: READ BEFORE USING YOUR SEGA™ VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game- dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions- IMMEDIATELY discontinue use and consult your physician before resuming play.

Frank Thomas Big Hurt Baseball™

CONTENTS

ABOUT FRANK THOMAS...

Born in Columbus, Georgia in 1968, 6' 5" Frank Thomas is among the very few elite players in baseball today who have managed to carve out a big place in the history books in a short time. A two-time American League MVP winner (Frank won back to back in 1993 and 1994!), Thomas' bat packs an awesome wallop. This right hander hit a hefty .389 against left-handed pitchers in 1995! The respect he commands at the plate is attested to by his major-league high 29 intentional walks i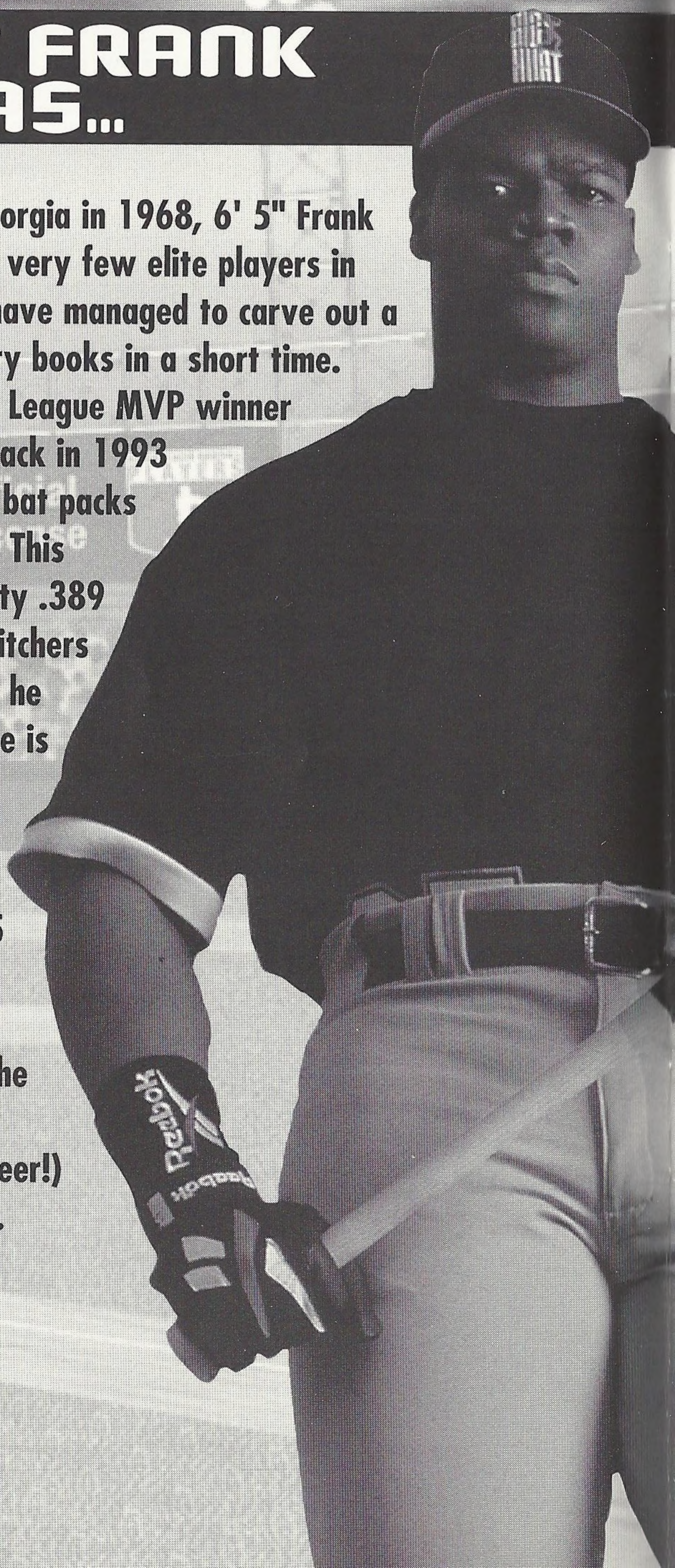n the abbreviated 1995 season. He led the White Sox in batting average, home runs (he hit 40 homers for the second time in his career!) and doubles last year.

INTRODUCTION:

America's Pastime just got hotter! The mightiest bat around today brings you the greatest home baseball game ever, with a ball-crushing homerun derby, the most generous and realistic play features, and the real attributes of all today's players! Join "Big Hurt" Frank Thomas for big league action the way it was meant to be, with all the players, all the stats, all the exciting strategy that make baseball the best-loved sport of all time! From exhibition play all the way to the championship, you'll guide your team and all the players in the most realistic diamond diversion ever devised. Get off the pine and join the nine! Play Ball!

STARTING UP

1. Set up your Sega Saturn™ system as described in its instruction manual. Plug in Control Pads.

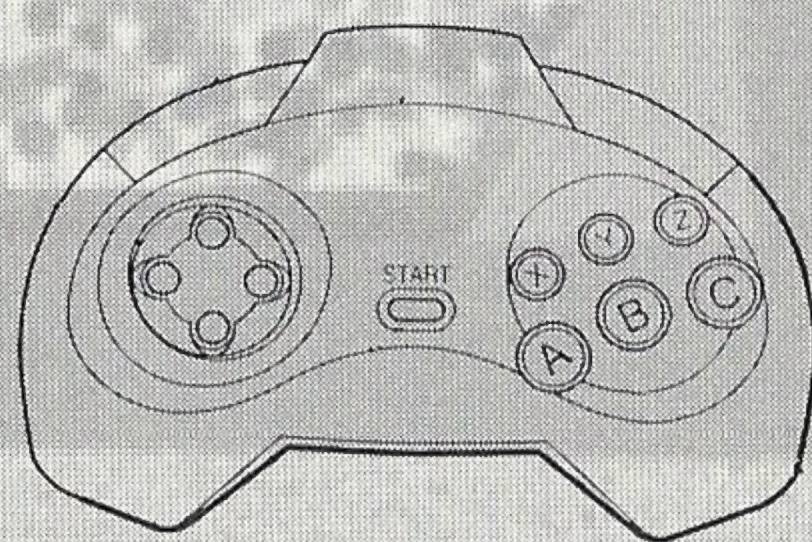Note: Frank Thomas Big Hurt Baseball™ is for one or two players.

2. Place the Frank Thomas Big Hurt Baseball™ disc, label side up, in the well of the CD tray and close the lid.

3. Turn on the TV or monitor and the Sega Saturn™. The Sega Saturn™ logo appears on screen. (If nothing happens, turn the system off and make sure it is set up correctly before turning it on again.)

4. If you wish to stop the game in progress or the game ends, press the Reset Button on the Sega Saturn™ console to display the on-screen Control Panel.

Important: Your Sega Saturn™ CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn™ system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.

When the Frank Thomas "Big Hurt" Baseball™ title screen appears, press the START BUTTON. You will then see the Game Setup Screen. This screen allows

you to select from 6 game play modes and to set Main Options.

A NOTE ABOUT MOVING THROUGH FRANK THOMAS "BIG HURT" BASEBALL™ SCREENS:

There are several different sets of options and settings to consider in the various game modes. Different modes have different options.

CHOOSE OPTION

TOGGLE SETTINGS

START

PREVIOUS SCREEN

CONFIRM SELECTION/ MOVE FORWARD
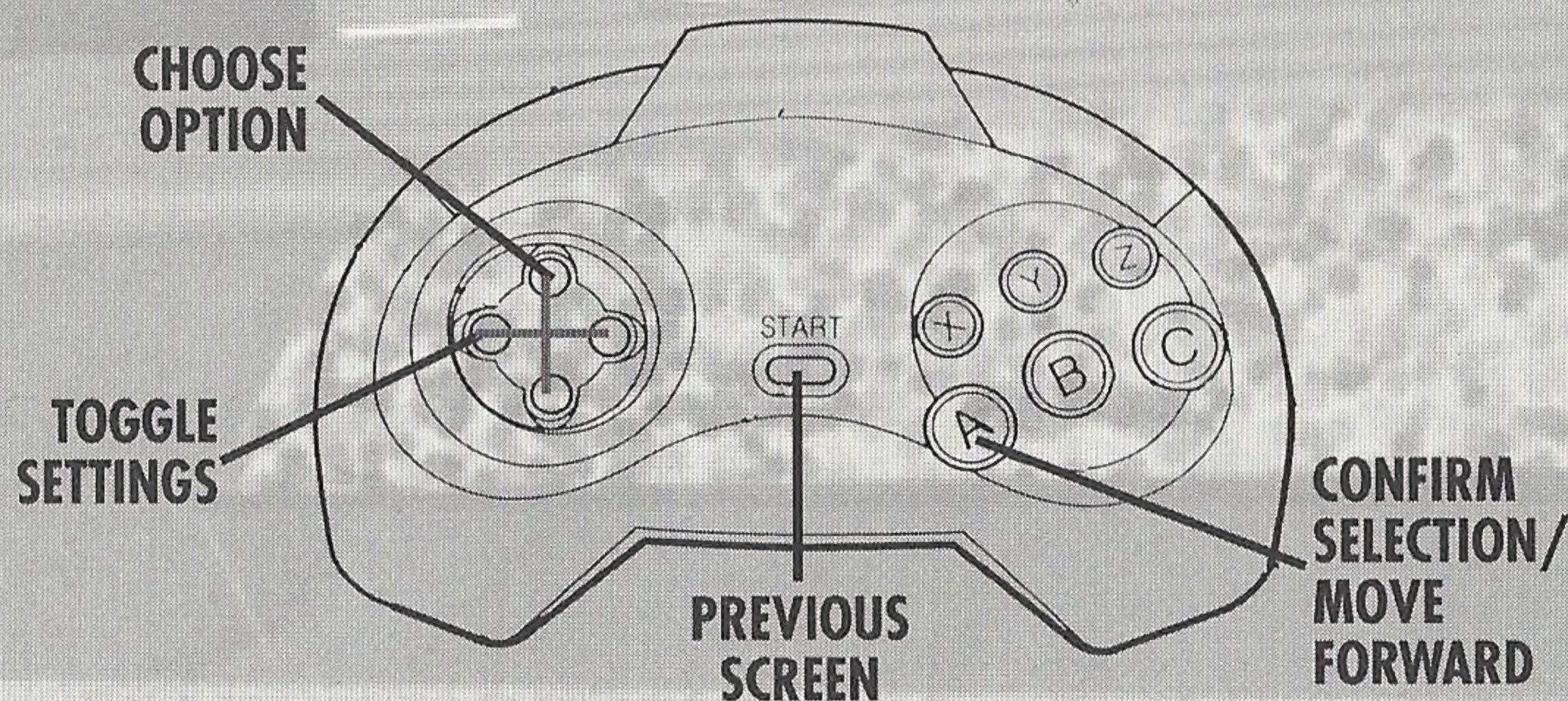
•THE PLAYER with CONTROLLER 1 is responsible for making most selections.

•In general, after setting options and choosing game types, press the A BUTTON go to the next appropriate screen to select teams, stadiums, adjust your line up, etc., depending on the game type you choose.

•As a rule, press UP or DOWN on the D-PAD to scroll through/select options, lists rosters; LEFT or RIGHT on the D-PAD to change option settings within a screen; and the A BUTTON to confirm a player, team or option selection/setting.

•Press the START BUTTON to return to a previous screen.

ON SCREEN HELP Every effort has been made to make Frank Thomas "Big Hurt" Baseball™ as fun and easy to play as possible. On-screen Help bars with control prompts appear at the bottom of each screen.

MAIN OPTIONS

Frank Thomas "Big Hurt" Baseball™ allows you to customize game play in many exciting ways.

DIFFICULTY

Choose between Rookie and Veteran skill levels.

TIME OF DAY

Choose between Day, Night and Random game times.

ANNOUNCER

Choose to play with or without the game announcements on.

SOUND

This option allows you to play with Sound Effects OFF or ON.
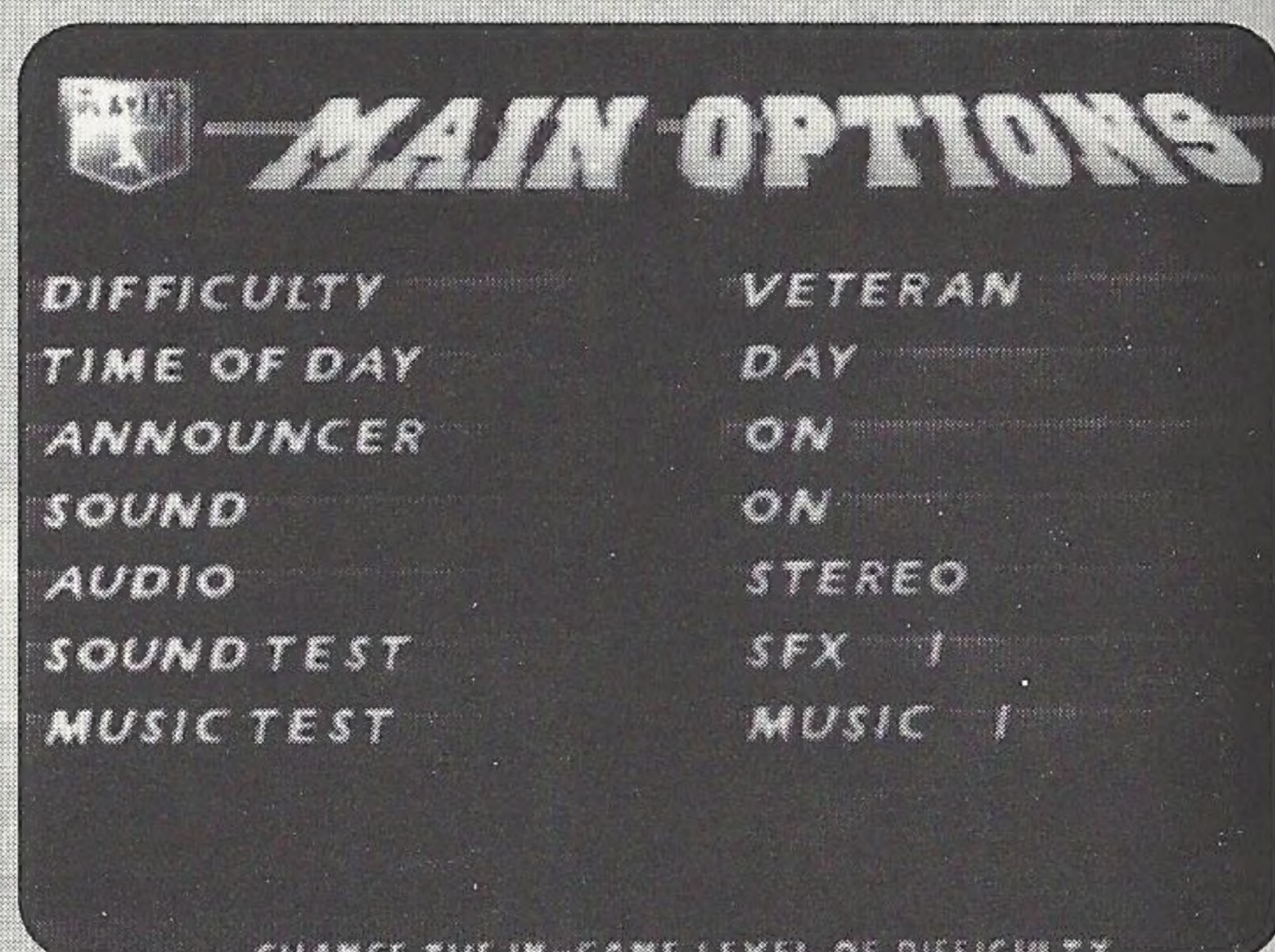
AUDIO

Choose between Stereo and Mono audio.

SOUND TEST

Listen to any of the sound effects samples used in the game. To do so, toggle to the

MAIN OPTIONS	
DIFFICULTY	VETERAN
TIME OF DAY	DAY
ANNOUNCER	ON
SOUND	ON
AUDIO	STEREO
SOUND TEST	SFX 1
MUSIC TEST	MUSIC 1

CHANGE THE IN-GAME LEVEL OF DIFFICULTY

desired sound and press the A BUTTON.

MUSIC TEST

Listen to any of the music samples used in the game. To do so, toggle to the desired sound and press the A BUTTON.

PLAY MODES

In Exhibition, Season, Playoff and All-Star Game modes, you can choose between two play modes, Quick Play or Regulation Play (9 innings).

QUICK PLAY MODE:

It's one strike and you're out! Because of this Quick Play rule, foul balls do NOT count as strikes. Note: Stats for Quick Play games will vary from those in Regulation Play.

REGULATION PLAY:

This follows the established major league rules.

NUMBER OF INNINGS:

You can set how many innings any game will be, from 1-9.

ONE PLAYER GAMES:

This pits you against a computer-controlled opponent. In Season play, Player One controls the team that goes through a season.

TWO PLAYER GAMES:

Two players match skills and strategy.

BASIC OFFENSE

BATTING CONTROLS

Just ask Frank Thomas: hitting is all about timing! To control the bat when at the plate, use the following controls:

SWING

Press the A BUTTON

LEFT HANDED BATTING

Pulling the ball: Press RIGHT + A BUTTON

Pushing the ball: Press LEFT + A BUTTON

RIGHT HANDED BATTING

Pulling the ball: Press LEFT + A BUTTON
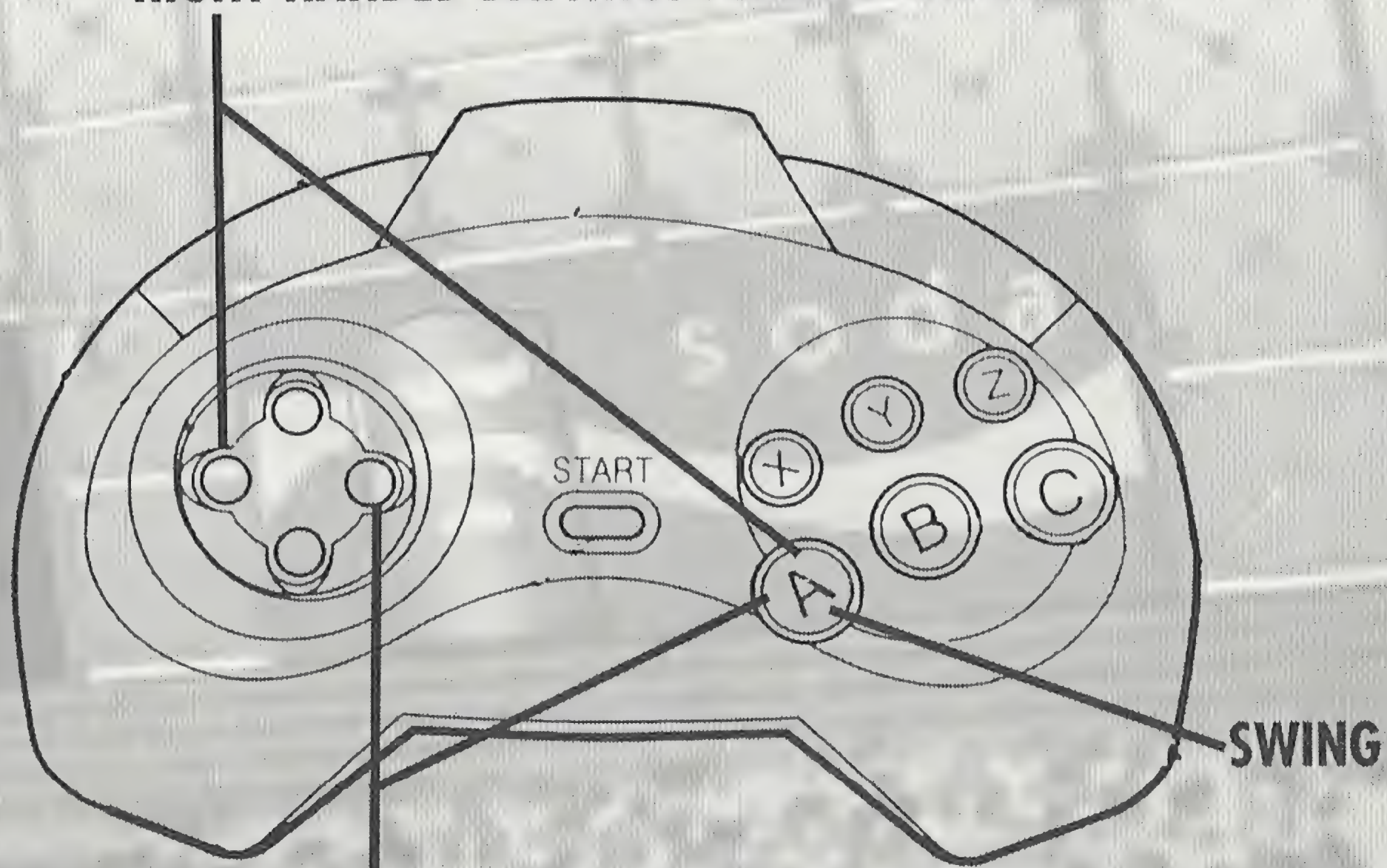
Pushing the ball: Press RIGHT + A BUTTON

BUNTING

Press the X BUTTON to Bunt. Release the X BUTTON to pull out of a bunt.

PINCH HITTER

In a tight situation, bring in a pinch hitter for the pitcher or another batter. You can replace a current batter with a pinch hitter by going to Substitution under Lineup in the Pause Options

LEFT HANDED BATTING: PUSHING THE BALL
RIGHT HANDED BATTING: PULLING THE BALL

SWING

LEFT HANDED BATTING: PULLING THE BALL
RIGHT HANDED BATTING: PUSHING THE BALL

BUNTING
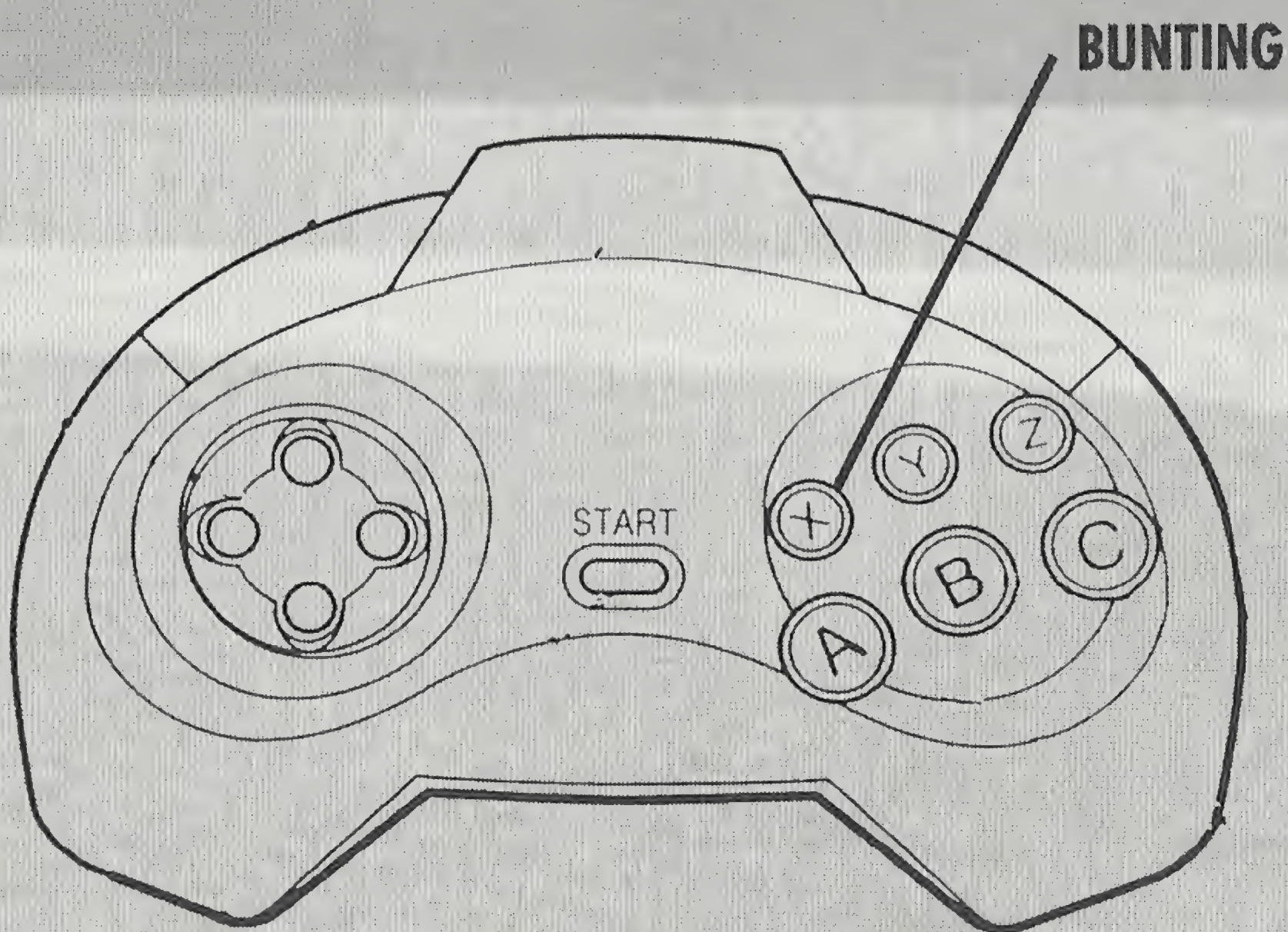
BASE RUNNING
ADVANCING RUNNERS

• Base runners are advanced by pressing the B BUTTON and the direction of the desired base on the D-PAD.

• To return to a base, press the C BUTTON and the D-PAD in the direction of the base.

ADVANCING & RETURNING MULTIPLE RUNNERS

When the game situation forces base runners to advance, they do so automatically.

• To advance all base runners, press the Y BUTTON.

• To return all base runners, press the Z BUTTON.

• To advance multiple runners individually, press the B BUTTON plus the D-PAD in the direction of the next base for each base runner.

• To return multiple runners individually, press the C BUTTON plus the D-PAD in the direction of the previous base for each base runner.
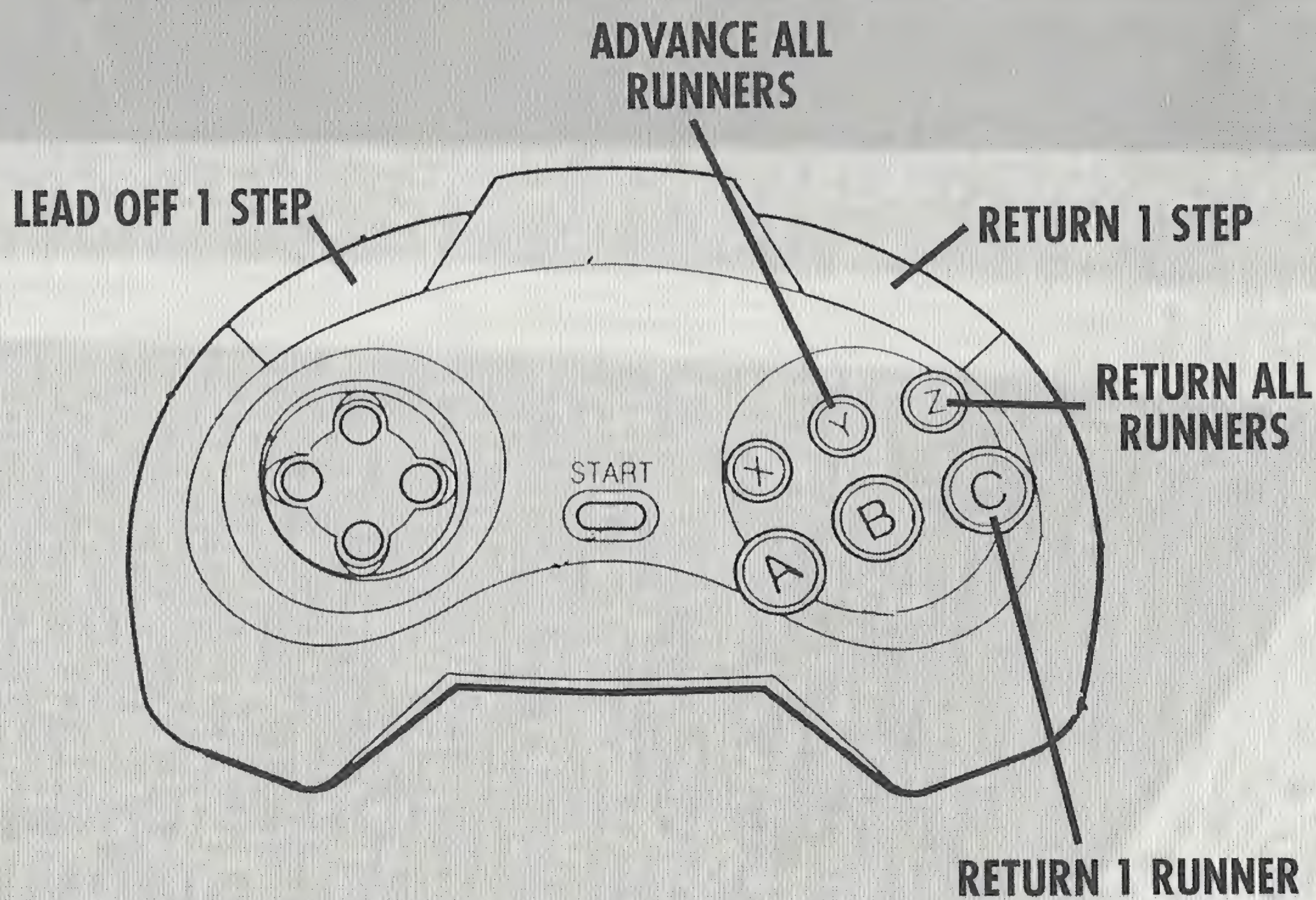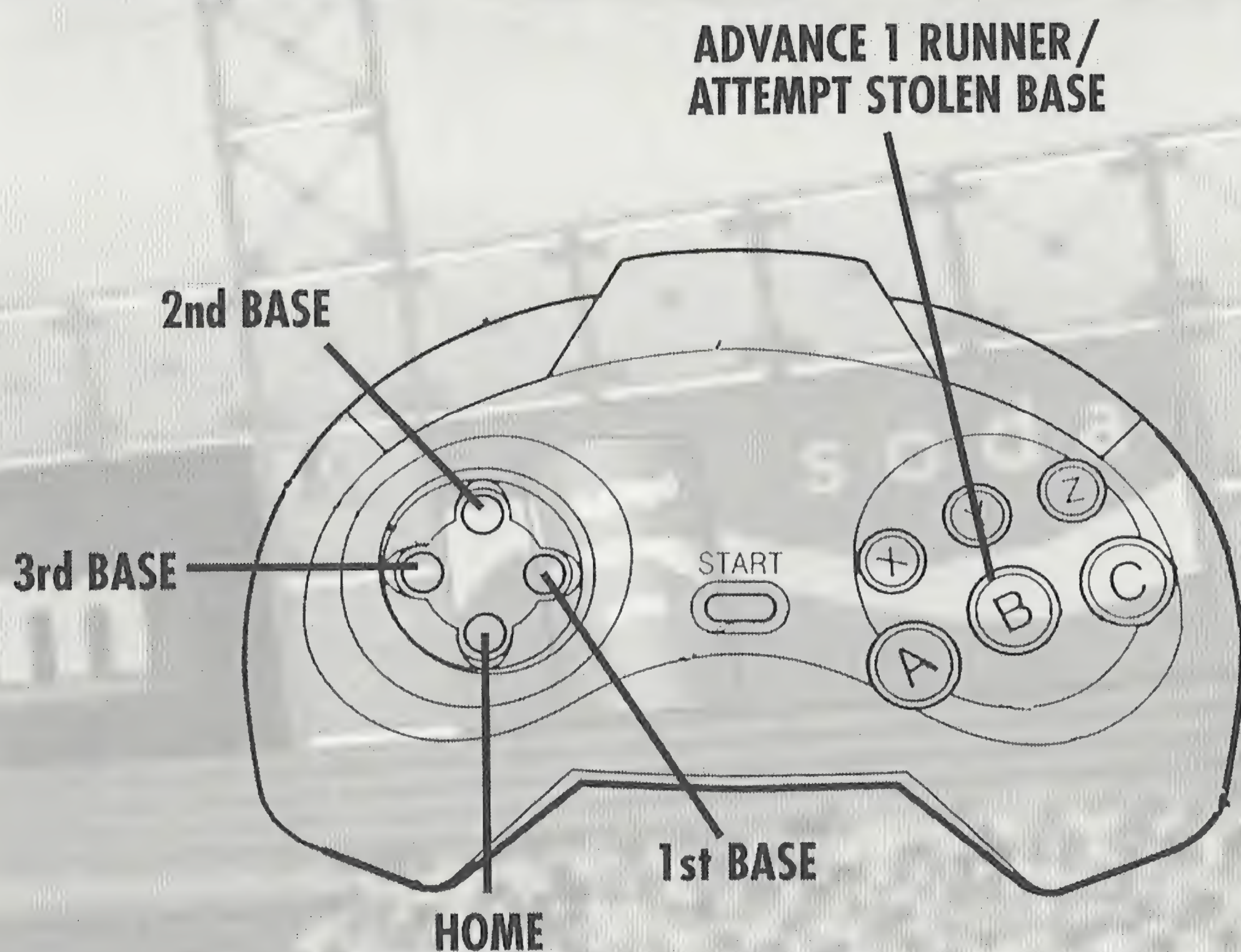
ADVANCE 1 RUNNER/
ATTEMPT STOLEN BASE

2nd BASE

3rd BASE

START

1st BASE

HOME

ADVANCE ALL
RUNNERS

LEAD OFF 1 STEP

RETURN 1 STEP

RETURN ALL
RUNNERS

START

RETURN 1 RUNNER

ADVANCING MULTIPLE BASES

Once a ball is put into play, the batter automatically advances towards first. Any additional bases must be manually taken by the player by using the B BUTTON and the D-PAD .

LEADING OFF

• To lead off base a step, press the LEFT SHIFT BUTTON .

• To return one step, press the RIGHT SHIFT BUTTON.

STEALING BASES

You can attempt a stolen base by pressing the B BUTTON and the appropriate base direction on the D-PAD at any time during a pitcher's windup or delivery.

RUN DOWNS

You may find yourself in a rundown if you're caught off base and the ball arrives at your intended base ahead of you.

•Try to evade pursuing infielders by using the **D-PAD** and the **B BUTTON** to advance or the **C BUTTON** to return to base, toggling between the two as needed.

USING PINCH RUNNERS

Once a pinch runner has been substituted, he assumes the proper base and becomes subject to normal controls.

BASIC DEFENSE

PITCH SELECTION AND CONTROL

There are eight basic pitches in this game. Each pitcher can throw three pitches. To choose a pitch, press the appropriate button. Pitch speed and location are determined with the D-PAD.

•Select Pitch Type:

PITCH 1	A BUTTON	HIGH ↑
PITCH 2	B BUTTON	(+ ↕)
PITCH 3	C BUTTON	LOW ↓
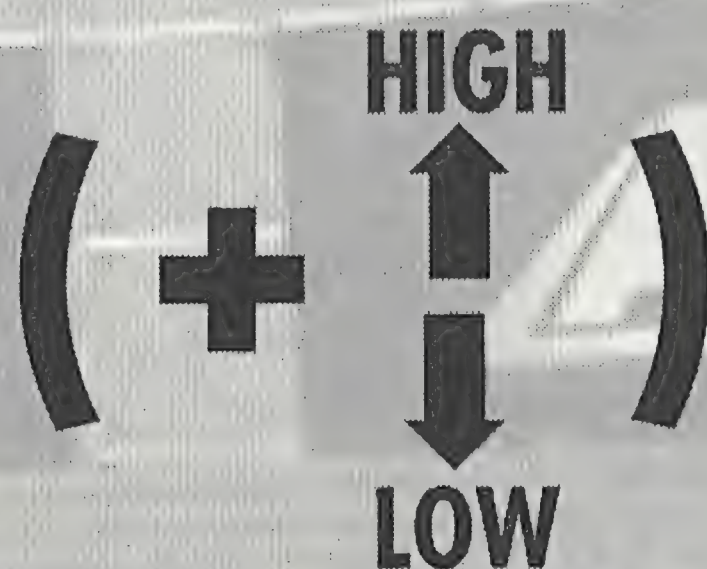
•Pitch Speed: To control the speed of a pitch, hold UP (slow) or DOWN (fast) on the D-PAD during the windup. If no control is input, the pitch will be medium speed.

SLOW	UP D-PAD	↑
FAST	DOWN D-PAD	↓

•Pitch Location: The height of a pitch is determined by pressing UP or DOWN while selecting the pitch type. Press UP D-PAD for a high pitch, DOWN D-PAD for a low pitch, and no direction for a pitch down the middle. To locate a pitch inside or outside, press LEFT or RIGHT on the D-PAD before the pitcher releases the ball.

AIM PITCH LEFT ←   → AIM PITCH RIGHT

PICK OFF THROWS

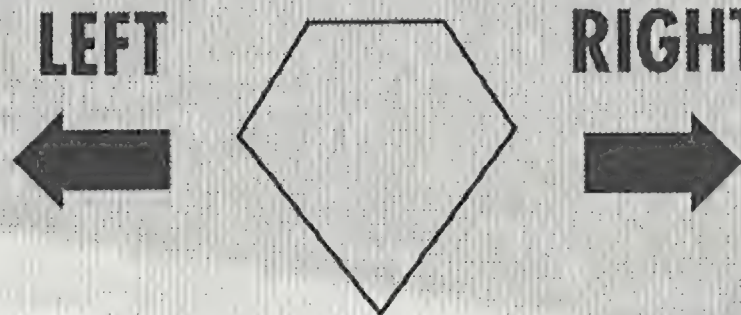To execute a pick off throw, press the X BUTTON and the D-PAD toward any base.

MOVE PITCHER ON MOUND

The LEFT or RIGHT SHIFT BUTTON will shift the pitcher's position on the mound left or right.

THROWING OUT A RUNNER FROM THE PLATE

BEFORE the catcher throws the ball back to the mound, he can try to gun down a runner who's attempting a steal. To do this, press the A BUTTON and the D-PAD in the direction of the base.
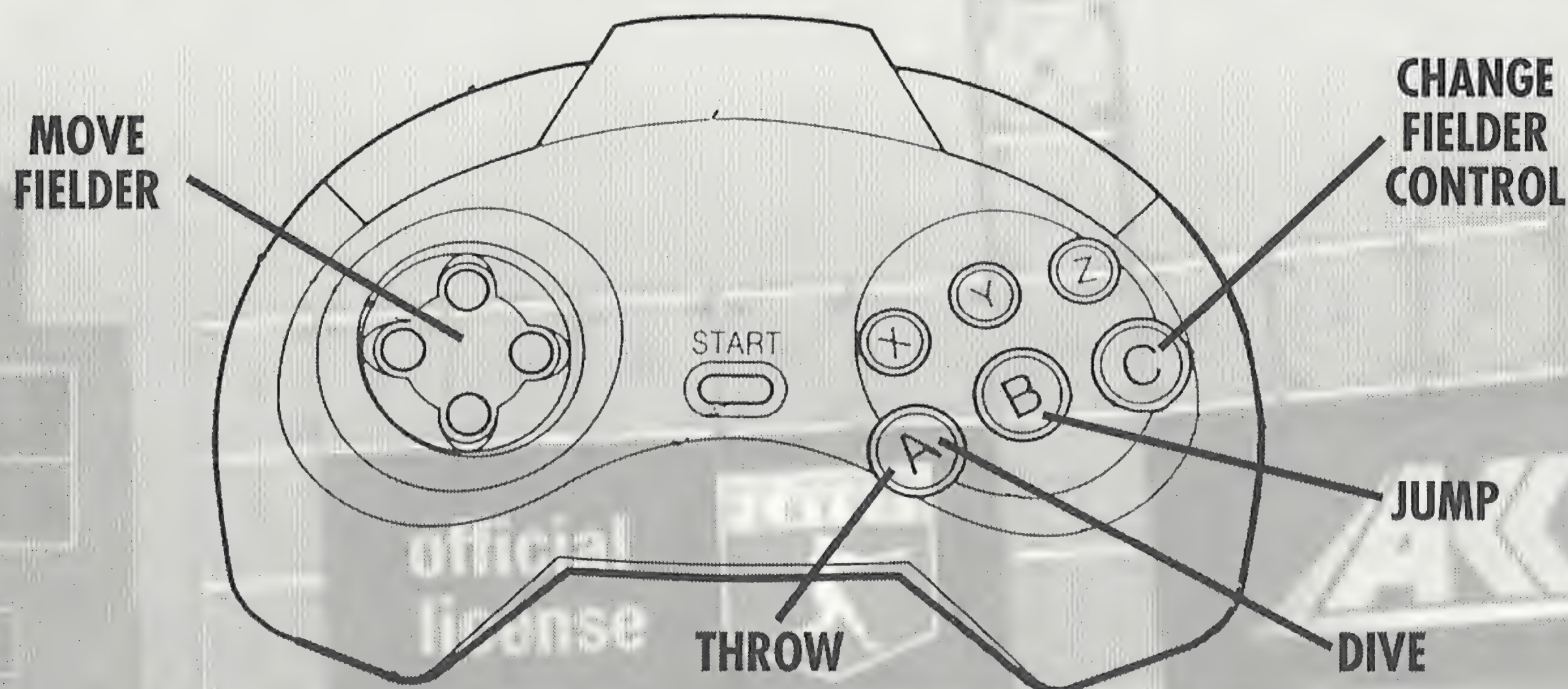
INFIELD SHIFT

Press the Y BUTTON and DOWN, UP, LEFT or RIGHT on the D-PAD to shift the infield in, back, left, or right, respectively.

OUTFIELD SHIFT

Press the Z BUTTON and DOWN, UP, LEFT or RIGHT on the D-PAD to shift the outfield in, back, left, or right, respectively.

FIELDER CONTROL:

MOVE
FIELDER

CHANGE
FIELDER
CONTROL

START

THROW

JUMP

DIVE

MOVING FIELDERS
Press the D-PAD to move your fielder in any direction.

CATCHING THE BALL
•To catch a ball, move your fielder to the spot where the ball is (or will land).

DIVE
When trying to field a ball that is out of reach, press the A BUTTON and the D-PAD to dive for the ball.

JUMP
Press the B BUTTON and the D-PAD to make a jumping catch.

THROWING
When in control of the ball, press the A BUTTON and the D-PAD in the direction of the base.

FIELDING POV:
Fielding Radar
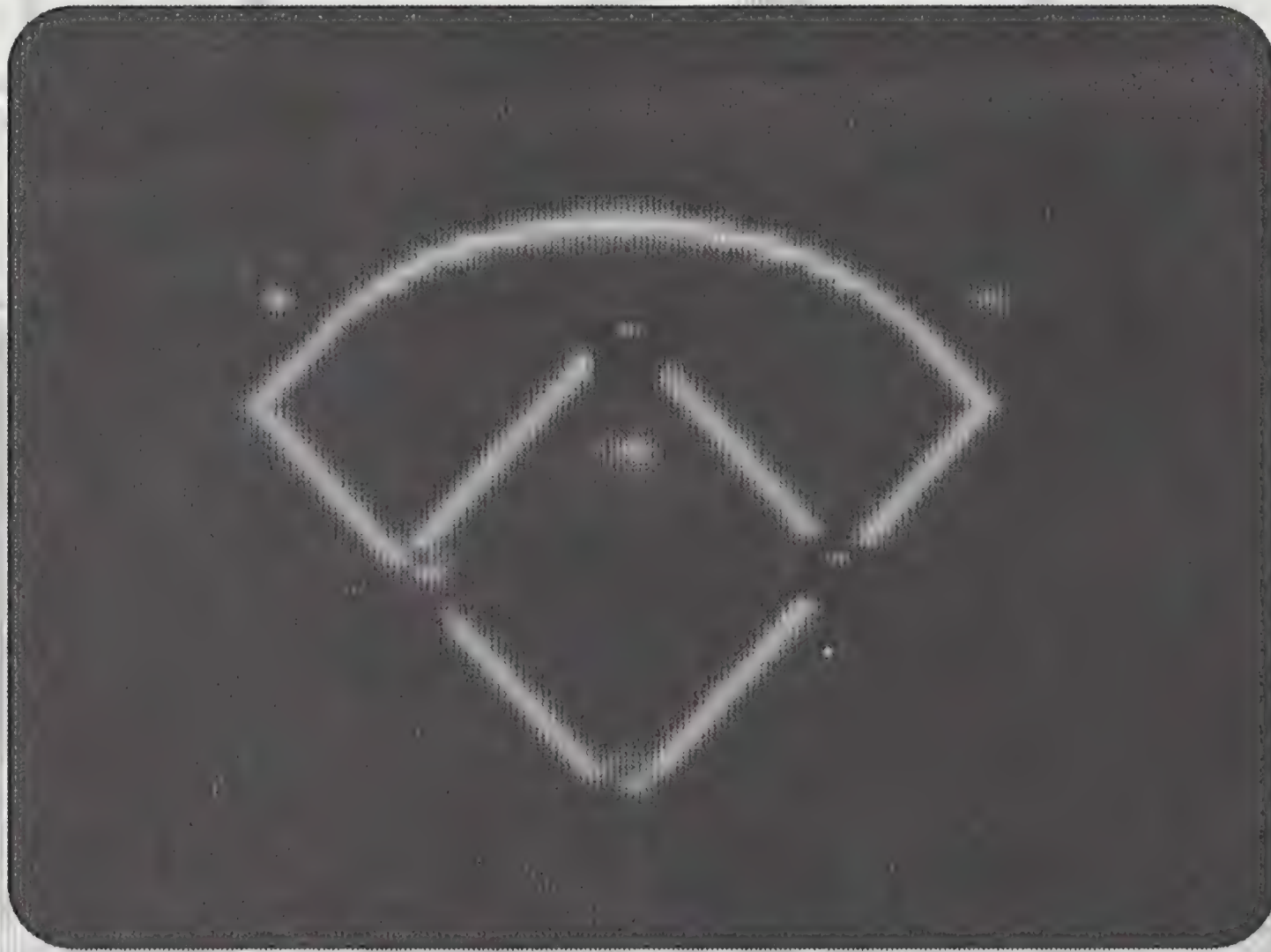
When batting or fielding, you will be using the Fielding Radar which appears in the lower right portion of the screen to track the position of the ball and players.

- The position of base runners is indicated by a small blue circle.

- The position of the ball is indicated by a small red circle.

- The position of fielders is represented by a green circle.

- An outfielder under user control appears as a yellow circle.

- Once a player catches the ball, the color of his circle will change to orange to indicate that he now controls the ball.

- The spot where the ball will land appears as a white X.

MANAGING YOUR TEAM

PRE-GAME TEAM OPTIONS:

Once you've selected a game type and made the appropriate decisions, it's time to set your line up. Note that in Season mode, there are a number of additional options. To select an option, highlight it, then press the A BUTTON.

LINE UP

BATS	POS	PLAYER NAME	NO	B	AVG	HR
1ST	CF	TONY PHILLIPS	8	S	0.261	27
2ND	2B	RAY DURHAM	5	S	0.257	7
3RD	1B	FRANK THOMAS	35	R	0.308	40
4TH	RF	DANNY TARTABULL	45	R	0.236	8
5TH	3B	ROBIN VENTURA	23	L	0.295	26
6TH	DH	HAROLD BAINES	3	L	0.299	24
7TH	C	RON KARKOVICE	20	R	0.217	13
8TH	LF	DARREN LEWIS	10	R	0.250	1
9TH	SS	OZZIE GUILLEN	13	L	0.248	1

POS		NO	T	ERA	W	L
P	JASON BERE	46	R	719	8	15

CHANGE BATTING ORDER   SWAP POSITIONS   PLAYER SUB   VIEW OPPOSING TEAM   FINISHED

LINE-UP

A — SELECT
← → — HIGHLIGHT OPTIONS

A team roster consists of up to 28 players, including pitchers. Before a game, changes can be made to this line up. (You can also access and change your line up at any time during a game via the Pause Options screen). You can have players switch positions, but once a player is taken out of a game for a substitute, he cannot return. To access any line up option (at the bottom of the screen), press LEFT or RIGHT on the D-PAD and press the A BUTTON. If you wish to cancel an option after selecting it, simply press the START BUTTON.

STARTING LINE UP

Each team has a default starting line up made up of 9 players (10 if a DH is used) who normally start at their positions, but one player can be swapped into another's position or brought off the bench and into the line up in any position. A player swapped out before a game starts will return to the bench, where he remains eligible for play. Each player has his usual position listed with his name, number and season stats.

CHANGING BATTING ORDER

You must make any changes to the batting order before a game. To do so, highlight the player in the starting line up

who occupies the position in the batting order you wish to change, then press the A BUTTON. Next, move your highlight to the player you would like the previously selected player to change places with in the batting order and press the A BUTTON. The two players will exchange slots in the batting order. Check each player's stats to help you make batting order decisions.

DESIGNATED HITTER

Pitchers usually make poor hitters. They are regarded as almost sure outs, and in the National League the pitcher invariably is placed ninth in the batting order, while the American League removes the pitcher from the batting order altogether in favor of a Designated Hitter. Teams from different leagues follow the league rules of the home stadium.

SWAP POSITIONS

Swap player positions by pressing the A BUTTON when any current position is highlighted. Toggle to the position you wish that player to assume and press the A BUTTON again. The two players will exchange playing positions.

SUBSTITUTE PLAYER

If you wish to substitute a different player at a position (including changing your default starting pitcher), press the A BUTTON when the position player is highlighted. Then find the player (either on the bench or in the starting line up) you wish to put in that position and highlight him. Pressing the A BUTTON will bring that player into the previously highlighted position. The player formerly in that position will move to the bench (unless each player was in the starting line up), where he remains available for play.

STARTING PITCHING

Each pitcher is listed with relevant stats, as well as which pitches he throws and his current stamina percentage. Starting pitchers have an optimal stamina rating of 100%. A relief pitcher will enter the bullpen at 65%, and should be warmed up to 100%.

•To change your starting pitcher, select Substitute Player, highlight the pitcher and press the A BUTTON. You'll see a roster of available pitchers. Select the desired one and press the A BUTTON.

In Season mode, pitchers are on a 5 day rotation.

Note: After a game, the line up resets to the default starting line up.

VIEW OPPOSING TEAM'S LINE UP

Highlight this option and press the A BUTTON, then use the D-PAD to scroll through the opposing line up.

BATS	POS	PLAYER NAME	NO	B	AVG	HR
1ST	2B	JOEY CORA	28	S	0.297	8
2ND	LF	ALEX DIAZ	1	S	0.248	3
3RD	CF	KEN GRIFFEY JR.	24	L	0.258	17
4TH	DH	EDGAR MARTINEZ	11	R	0.356	29
5TH	RF	JAY BUHNER	19	R	0.262	40
6TH	1B	PAUL SORRENTO	44	L	0.235	23
7TH	3B	RUSS DAVIS	15	R	0.276	2
8TH	C	DAN WILSON	6	R	0.278	9
9TH	SS	ALEX RODRIGUEZ	3	R	0.232	5

SEATTLE

POS		NO	T	ERA	W	L
P	STERLING HITCHCOCK	41	L	470	11	10

PITCHTYPE	FASTBALL	SINKER	SLIDER	STAMINA
SPEED	90 MPH	89 MPH	85 MPH	100 %

LINE-UP

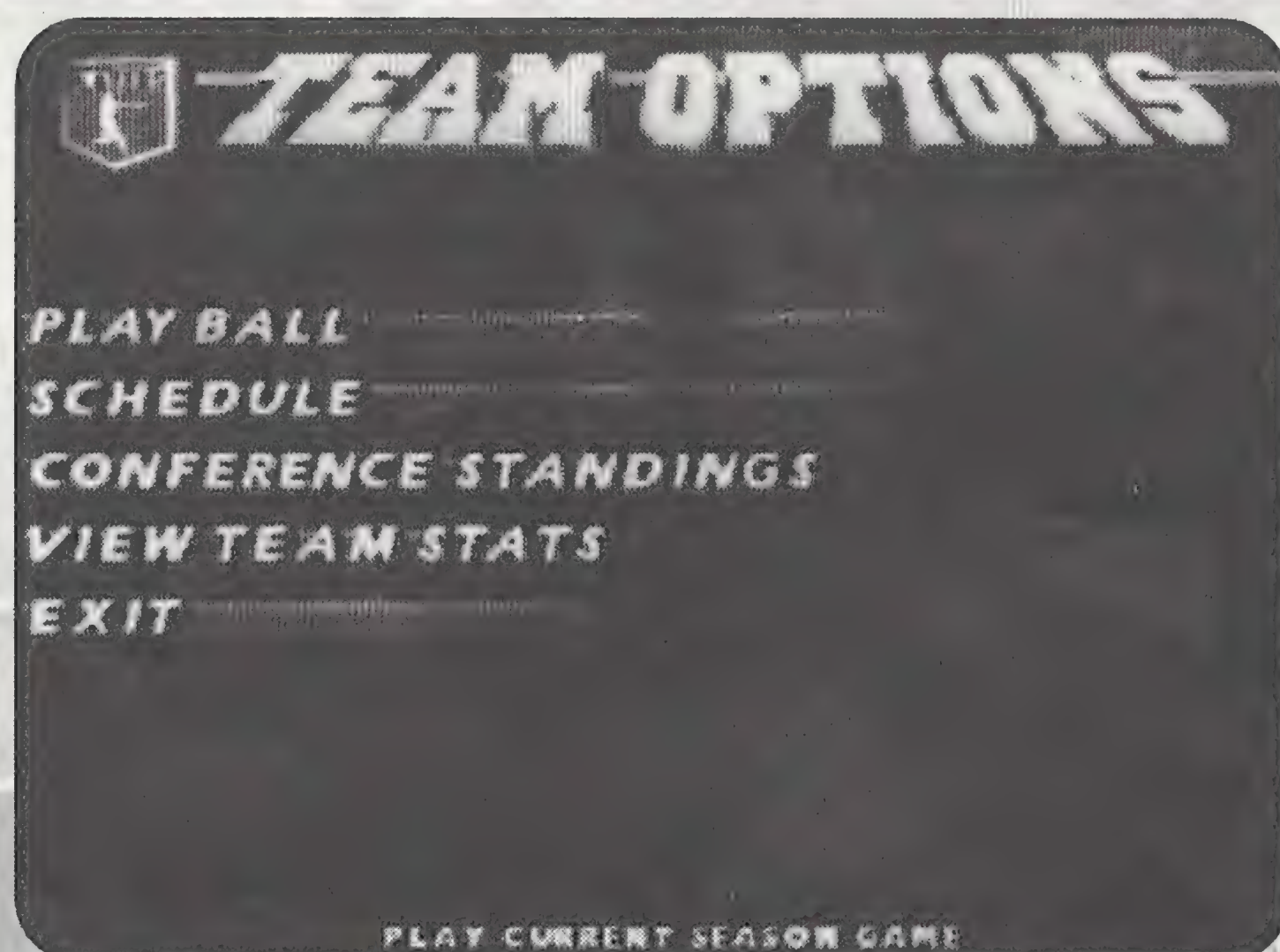A START - EXIT LINE-UP VIEW
↑ ↓ - HIGHLIGHT PLAYER

FINISHED

When you're through setting your lineup, select Finished and press the A BUTTON.

ADDITIONAL SEASON MODE OPTIONS

Season mode features these extra options:

SCHEDULE

The Schedule option is a calendar giving you the day and place of each game scheduled for a season. To browse your schedule calendar, press RIGHT to flip forward and LEFT to flip backward.

TEAM OPTIONS

PLAY BALL
SCHEDULE
CONFERENCE STANDINGS
VIEW TEAM STATS
EXIT

PLAY CURRENT SEASON GAME

CONFERENCE STANDINGS

View the latest standings for both conferences, including win/loss records, winning percentage, games back, and winning/losing streak over the last 10 games. Use the D-PAD to switch between conferences and divisions.

VIEW TEAM STATS

You can view current individual season stats for your team. Press LEFT or RIGHT to scroll through the stat categories, and UP or DOWN to highlight a particular player.

PAUSE OPTIONS

Frank Thomas "Big Hurt" Baseball™ features several Pause Options which are available whenever the game is stopped (i.e., the pitcher has the ball), though not all pause options are available in all game types.

BALL LAND TARGET Toggle Ball Land Target On or Off

ADJUST CAMERA Adjust your view of the game by choosing one of the following camera modes:

Ground: An umpire's eye view.

Chase: The camera follows the action.

High: Aerial view

Medium: This medium high view is the default setting.

AUTO FIELDER

You can choose to play with or without Auto Fielding.

•ON: The computer controls the fielders. You only control the timing and direction of the throw once the ball has been handled by an Auto-controlled fielder.

•OFF: You are responsible for controlling all fielder movements, including shifting position to field hit balls, catching balls, and throwing the ball to the proper position at the proper time.

ANNOUNCER: See Main Options

SOUND: See Main Options

LINE UP: The pause option Line Up works like the Pre-Game line up options.

Position change: Change an on-field player's position

Substitution: Bring in a substitute position player from the bench.

View Bench: View the players currently available on the bench.

BULLPEN

The Bullpen features five options. To select an option, highlight it then press the A BUTTON. To return to the bullpen options screen, press the START BUTTON. After you've set your Bullpen Options, press the START BUTTON to return to the Pause Options menu.

PITCHER INFO

This screen lists the current and available pitcher(s) on a team, along with his number, which arm he throws with (R or L), his pitcher type (Starter, Middle Reliever or Closer), which pitches he throws and his current level of Stamina. As a pitcher's Stamina decreases, so will his performance.
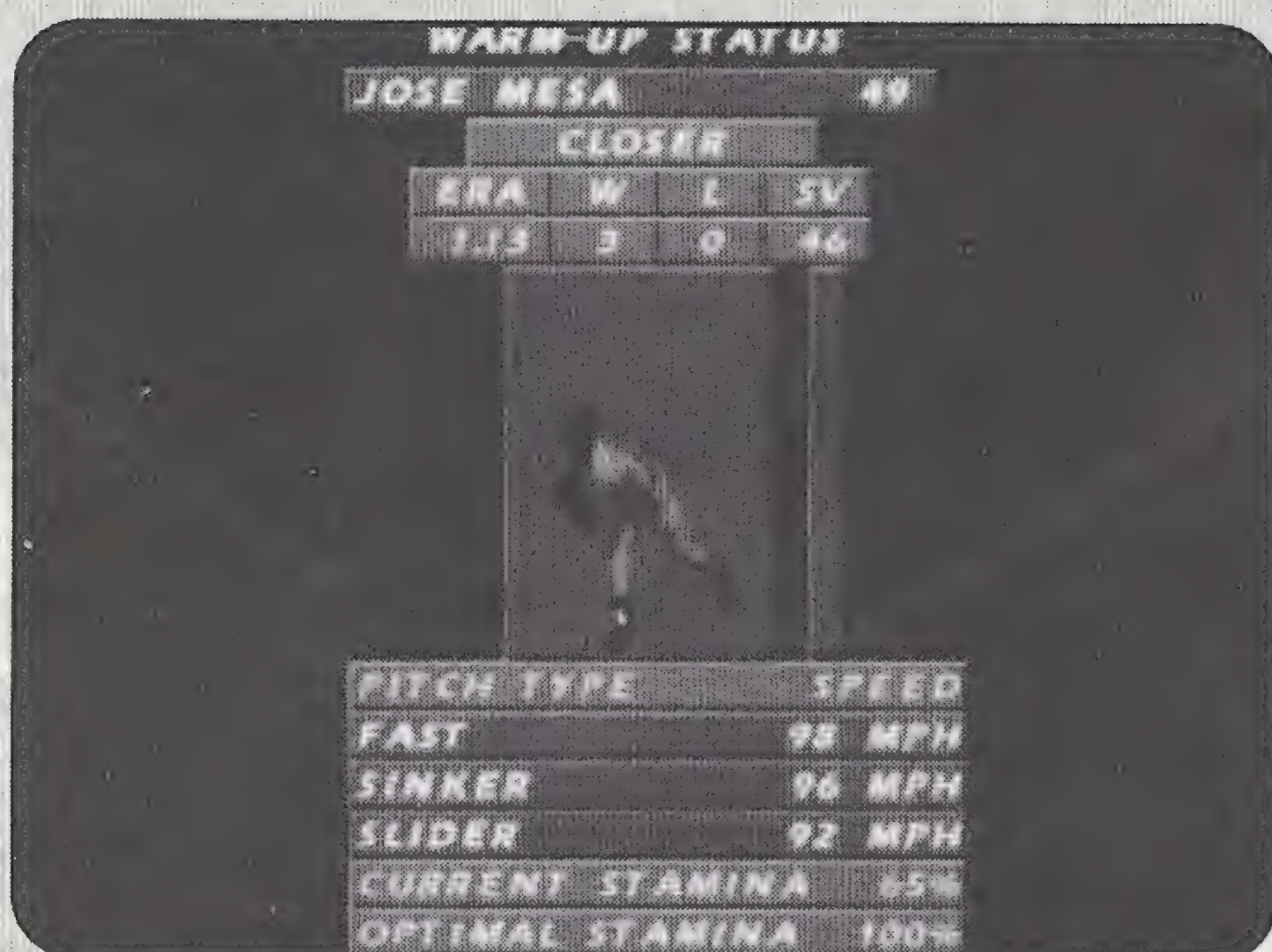
WARM UP PITCHER

When a pitcher is tiring or is getting knocked around, it's time to warm up a reliever. Before entering a game, a relief pitcher should be warmed up in the bullpen. You can have up to two pitchers warming up at any time.
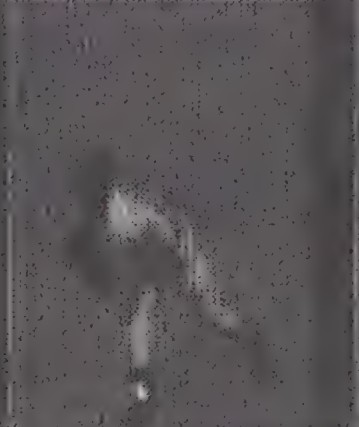
•To start warming up a pitcher, select Warm Up Player, then highlight the desired pitcher from your available roster and press the A BUTTON.

CHECK WARM UP

To check on any pitcher who is warming up, select Check Warm Up.

The status of a pitcher warming up in the bullpen varies from Cold (blue) to Warm (red) to Tired

(yellow). When the meter shows a pitcher is Warm and his stamina is at 100%, he's at his optimal state of readiness.

WARM UP TO MOUND

To replace the pitcher currently on the mound with a warmed up replacement, highlight Warm Up to Mound.

•To select a replacement pitcher currently warming up in the bullpen, move the highlight to the desired pitcher and press the A BUTTON. The current pitcher will go Out on Rotation, and will not become available again until he has rested for the required number of days.

BULLPEN TO MOUND

You may bring a new pitcher to the mound directly from the bullpen (without warming him up). To do so select Bullpen to Mound, move the highlight to the desired pitcher and press the A BUTTON.

PLAY BALL

Resume your game from where you paused it.

EXIT GAME

To quit out of the current game and return to the Main Menu Screen.

GAME TYPES

You're ready to choose from among the 6 exhilarating game types available in Frank Thomas "Big Hurt" Baseball™! Tune up your hitting with some Batting Practice, then strut your stuff in the swing-for-the-stands Home Run Derby. Hone your team's skills in Exhibition Games, then use your hard-nosed baseball sense to lead them through a Season all the way to the Championship! Take time out for the All-Star Game, as the best position players in each league battle for glory. If you can't wait for Playoff excitement, jump right into three tense rounds of playoff action against the best teams in each league!

•To select a particular game mode, press UP or DOWN on the D-PAD to select the desired game type, then press the A BUTTON.

EXHIBITION GAMES

(1-2 PLAYER)

An Exhibition Game is a one game event for one or two players. In Exhibition mode, two players can even choose the same team! Exhibition games do not count in the standings, and do not effect stats. After choosing your Game Mode, select the number of players, innings, and Regular Play or Quick Play options. You will then move to the Team Select Screen, where you can choose your team(s), and who will control them.
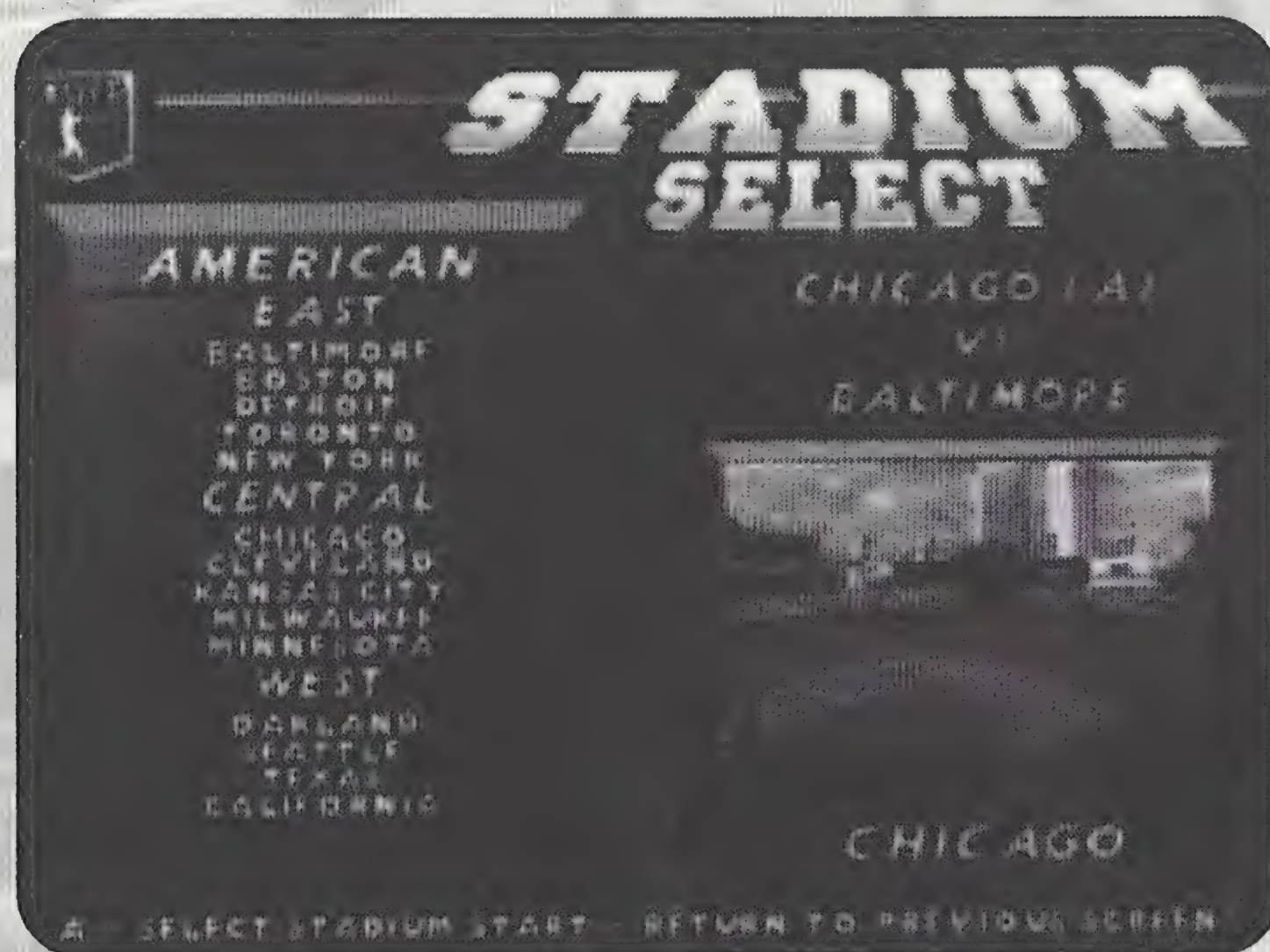
SELECTING TEAMS

•To select a team, use the D-PAD to highlight a team, then press the A BUTTON.

•In a 1 Player game, you select both the team you wish to control and the team which the CPU will control.

•In a 2 Player game, each player selects a team.

STADIUM SELECT

Once you've selected your team, you will see the Stadium Select screen, where you can choose a stadium by pressing on the D-PAD to scroll

through the various team stadiums. When the desired stadium is highlighted, press the A BUTTON to select it. An A or H will appear next to each team, indicating the Away (visiting) or Home team. You may change this setting by pressing UP or DOWN on the D-PAD, then pressing the A BUTTON to confirm your selection.

SEASON MODE

In Season mode, you will play as one team for an entire season as you battle towards a league title. Once Season mode is selected, you will see a choice of season options. First you will need to choose between starting a New Season, or picking up a previous season from where you left off by selecting Resume Season.
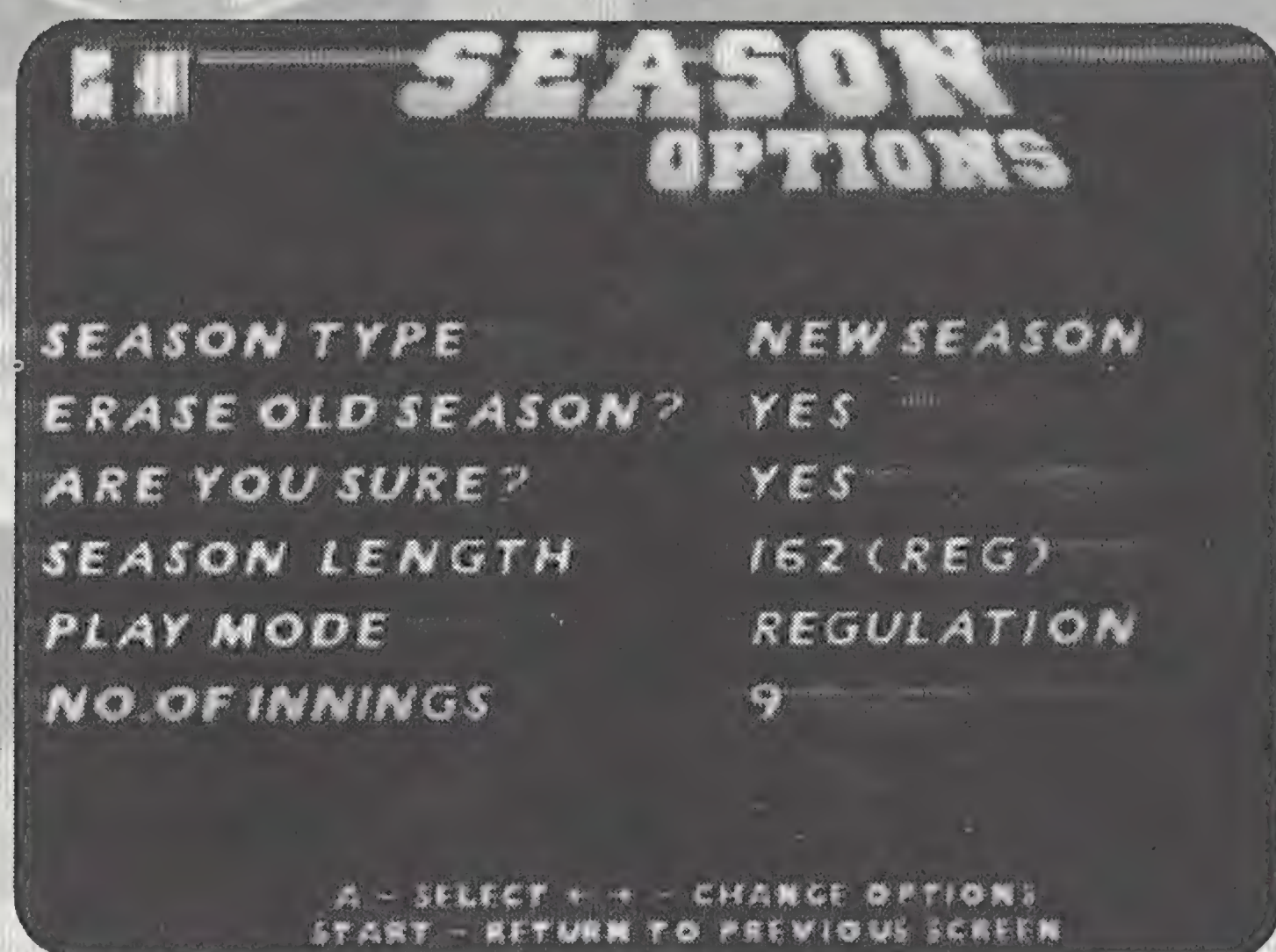
SEASON TYPES

NEW SEASON

Note: To start a New Season, any previous season information must be erased.

Choose between New Season and Resume Season. When you highlight New Season, you will then choose whether or not to erase an old season.

•If you wish to begin a New Season, highlight Erase Old Season, then press LEFT or RIGHT on the D-PAD to highlight "YES".

When you choose to start a New Season, Frank Thomas "Big Hurt" Baseball™ gives a choice between a Short (26 game), Medium (52 game), or Full (162 game) Season.

SEASON OPTIONS	
SEASON TYPE	NEW SEASON
ERASE OLD SEASON?	YES
ARE YOU SURE?	YES
SEASON LENGTH	162 (REG)
PLAY MODE	REGULATION
NO. OF INNINGS	9

A - SELECT ← → - CHANGE OPTIONS
START - RETURN TO PREVIOUS SCREEN

RESUME SEASON

If you wish to resume a saved season from where you left off in your season schedule, highlight Resume Season and press the A BUTTON. Set your various game options. You will then be brought to the Team Standings screen, which is described below. When you're through, press the A BUTTON. You will then see a screen featuring "Tonight's Match Up", which displays the next scheduled game of your season. After viewing this screen, press the A BUTTON.

SAVING A SEASON GAME

In Season mode, you have the option of saving a completed game so you can pick up scheduled play later (you gotta sleep sometime!). Saving a game saves your current game results and updates your season stats.

• To save your game, view the various post-game screens by pressing the A BUTTON. You will come to the Save screen. Once this screen appears you will have the option of saving your game.

• If you are using a Memory Cartridge, you will be asked if you wish to save your game to the internal or external memory. Select your choice and press the A BUTTON. You will be asked if you wish to save your game. Select "Yes" to do so. NOTE: Saving a game will erase ALL data stored on your Memory Cartridge. You will next be asked if you wish to save over (erase) any previous game. Select "Yes" to do so, then press the A BUTTON. Your current season game will be saved.

SEASON PITCHING ROTATION

In Season mode, a five man pitching rotation is used. After a pitcher is used, he will not be at his optimal stamina until his spot in the rotation comes up again four days later.

PLAYOFF

Go directly to exhilarating playoff action in this grueling three round contest! The first round features a best-of-five series, followed by two best-of-seven match-ups against the top remaining teams in each league. Playoffs feature the three best teams plus a wild card team in each league battling for the title! The winners then face off for the League title—and perhaps the Championship! You can choose which league you wish to play in and whether you wish to select your Playoff team or have the computer do so.

•A 1 Player game pits your team against CPU-controlled opponents through a playoff elimination ladder.

•A 2 Player playoff pits two human players against each other as they battle up the Playoff ladder to the top. They will meet only once. The round they meet in depends on which leagues they choose to play in.

You may choose the team you will control (User Select), or have the computer select all the teams (Random Select).

THE ALL-STAR GAME

A perennial summer highlight, the All-Star Game let's you pit the best players of each league against each other. Assemble two dream rosters from the mid-season leaders in both leagues, then settle into a tense contest with the most popular position players in each league. Player 1 elects to play in either the American or National league. Your opponent is the remaining league (in a 1 player All-Star Game, you will also choose your CPU controlled opponent's league). Press the LEFT or RIGHT on the D-PAD to choose, then press the A BUTTON. The computer will then automatically select All-Star rosters for each League.

Next you will see the All-Star Roster screen, showing Player 1's All-Star Roster.

•If you wish to change your All-Star roster, press UP or DOWN on the D-PAD to move the cursor next to a player/position you wish to change. Press the A BUTTON.
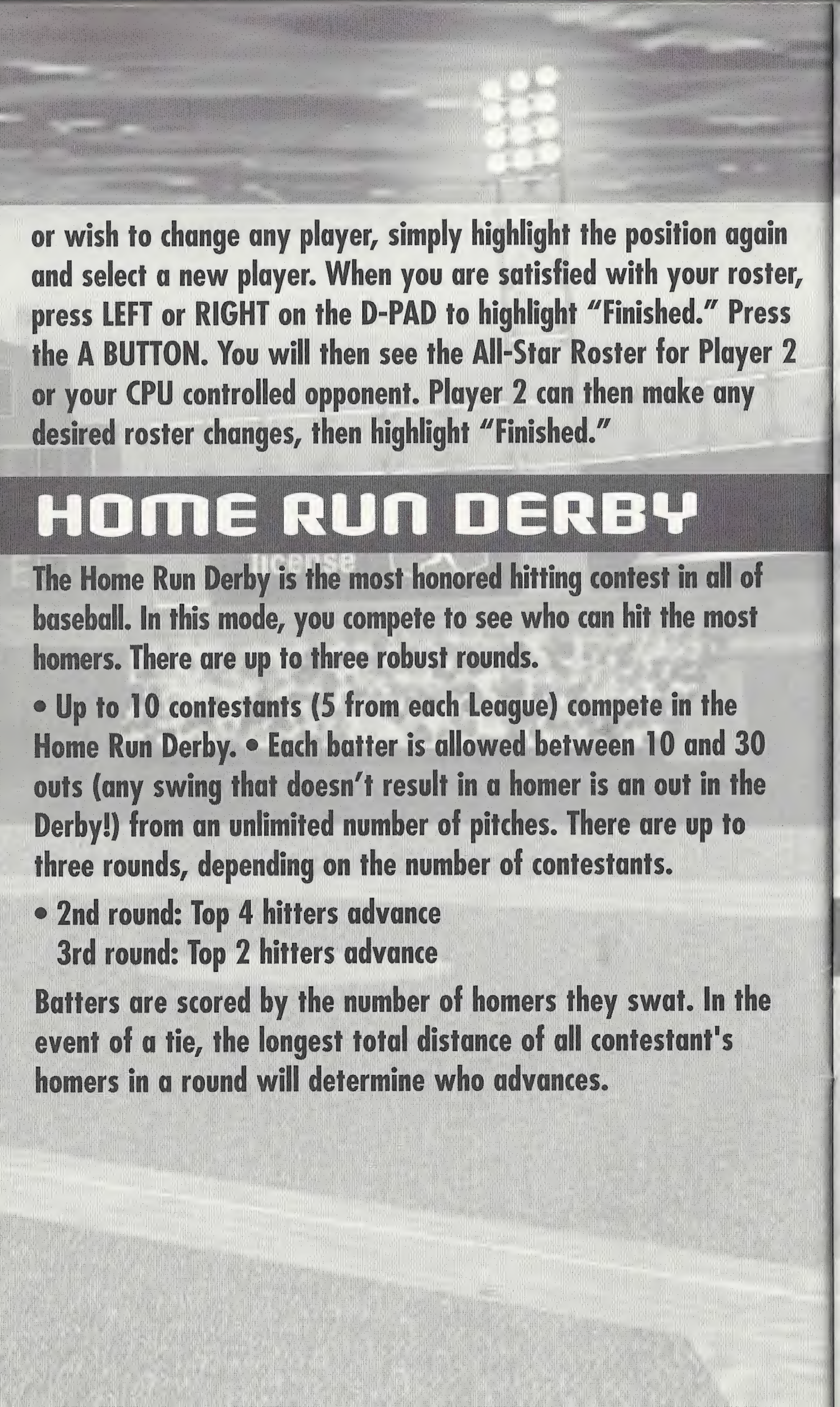

•Press UP or DOWN on the D-PAD to highlight the player you'd like to use in a given position and press the A BUTTON to select him. You will then return to the All-Star Roster. Your selected player's name will appear next to his position on the roster. If you make a mistake

or wish to change any player, simply highlight the position again and select a new player. When you are satisfied with your roster, press LEFT or RIGHT on the D-PAD to highlight "Finished." Press the A BUTTON. You will then see the All-Star Roster for Player 2 or your CPU controlled opponent. Player 2 can then make any desired roster changes, then highlight "Finished."

HOME RUN DERBY

The Home Run Derby is the most honored hitting contest in all of baseball. In this mode, you compete to see who can hit the most homers. There are up to three robust rounds.

• Up to 10 contestants (5 from each League) compete in the Home Run Derby. • Each batter is allowed between 10 and 30 outs (any swing that doesn't result in a homer is an out in the Derby!) from an unlimited number of pitches. There are up to three rounds, depending on the number of contestants.

• 2nd round: Top 4 hitters advance
  3rd round: Top 2 hitters advance

Batters are scored by the number of homers they swat. In the event of a tie, the longest total distance of all contestant's homers in a round will determine who advances.
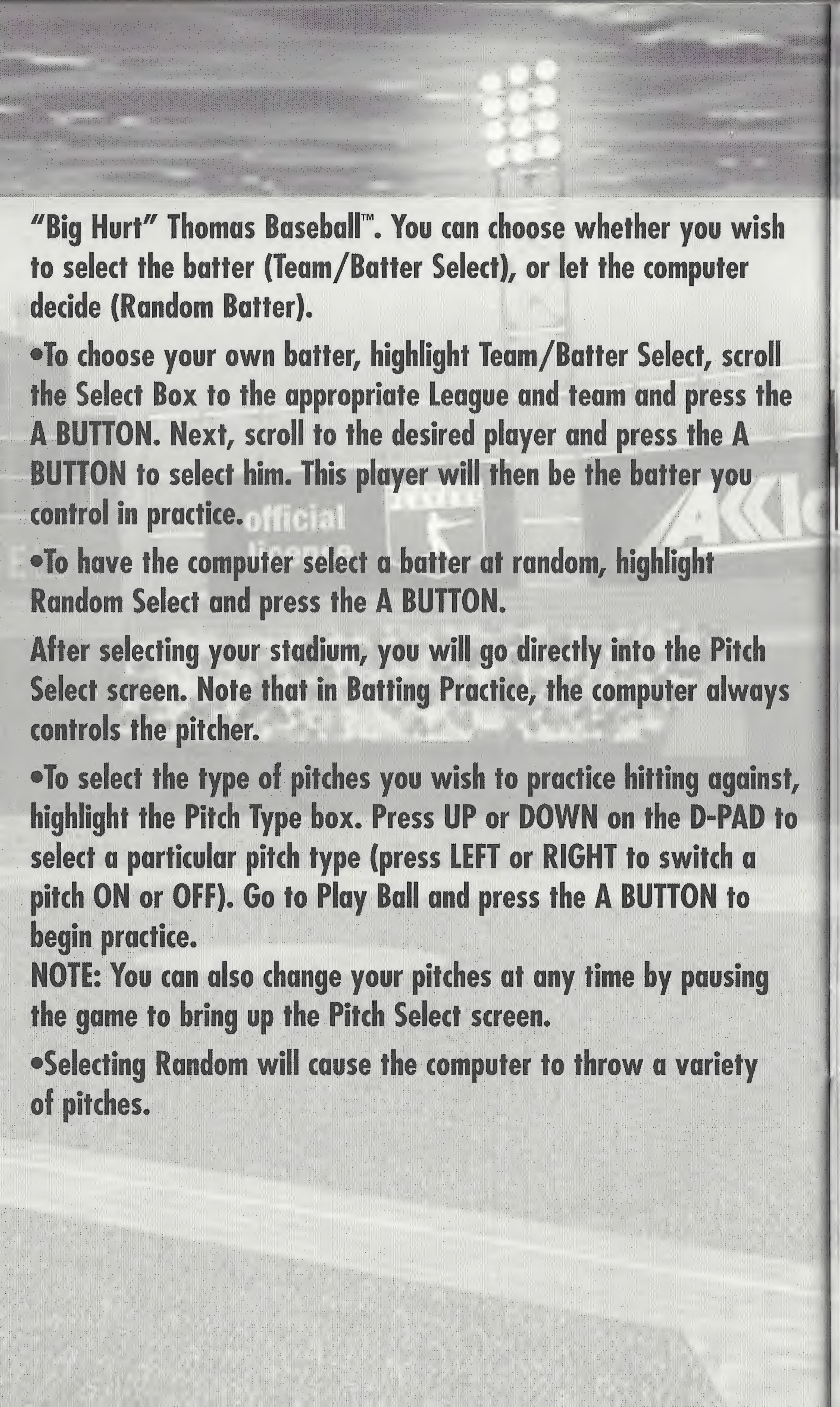
CHANGING THE DERBY CONTESTANT ROSTER

To change the Derby roster and default player control, highlight a particular contestant, then press LEFT or RIGHT on the D-PAD to toggle between 1P (player 1), 2P (player 2), CPU and Empty. Highlighting Empty will remove the player in that slot from the contestant roster.

To substitute a different player for any Derby contestant, highlight the player you'd like to swap out and press the A BUTTON. Select a player by choosing the league and team he's on, then scrolling to him and pressing the A BUTTON. The new player will appear in the chosen slot on the Contestant Roster. Once your roster is set, highlight "Finished" and press the A BUTTON.

BP (BATTING PRATICE)

BP, or Batting Practice, allows you to warm up and perfect your hitting skills before you face the fearsome major league pitching featured in Frank
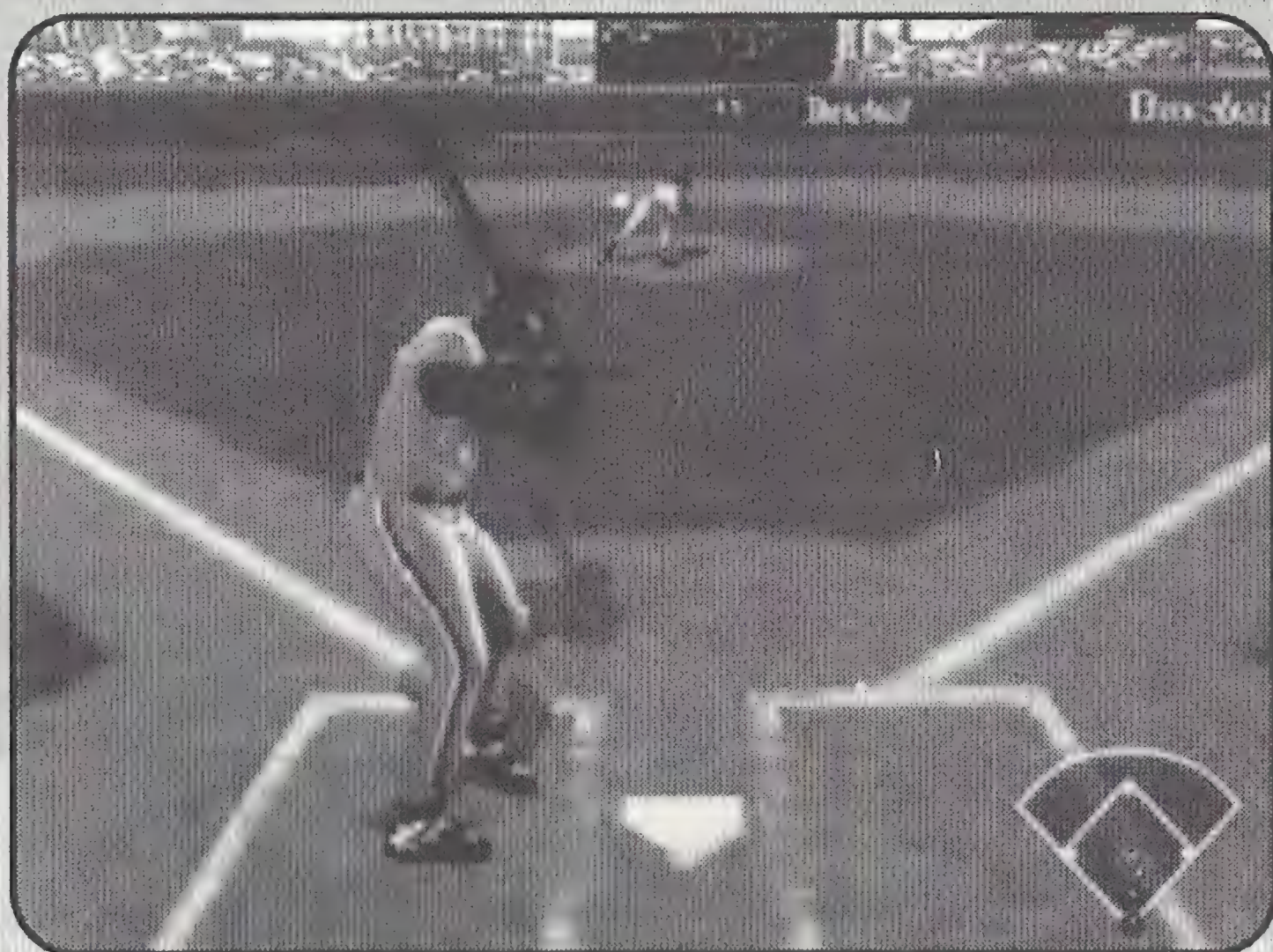
"Big Hurt" Thomas Baseball™. You can choose whether you wish to select the batter (Team/Batter Select), or let the computer decide (Random Batter).

• To choose your own batter, highlight Team/Batter Select, scroll the Select Box to the appropriate League and team and press the A BUTTON. Next, scroll to the desired player and press the A BUTTON to select him. This player will then be the batter you control in practice.

• To have the computer select a batter at random, highlight Random Select and press the A BUTTON.

After selecting your stadium, you will go directly into the Pitch Select screen. Note that in Batting Practice, the computer always controls the pitcher.

• To select the type of pitches you wish to practice hitting against, highlight the Pitch Type box. Press UP or DOWN on the D-PAD to select a particular pitch type (press LEFT or RIGHT to switch a pitch ON or OFF). Go to Play Ball and press the A BUTTON to begin practice.

NOTE: You can also change your pitches at any time by pausing the game to bring up the Pitch Select screen.

• Selecting Random will cause the computer to throw a variety of pitches.

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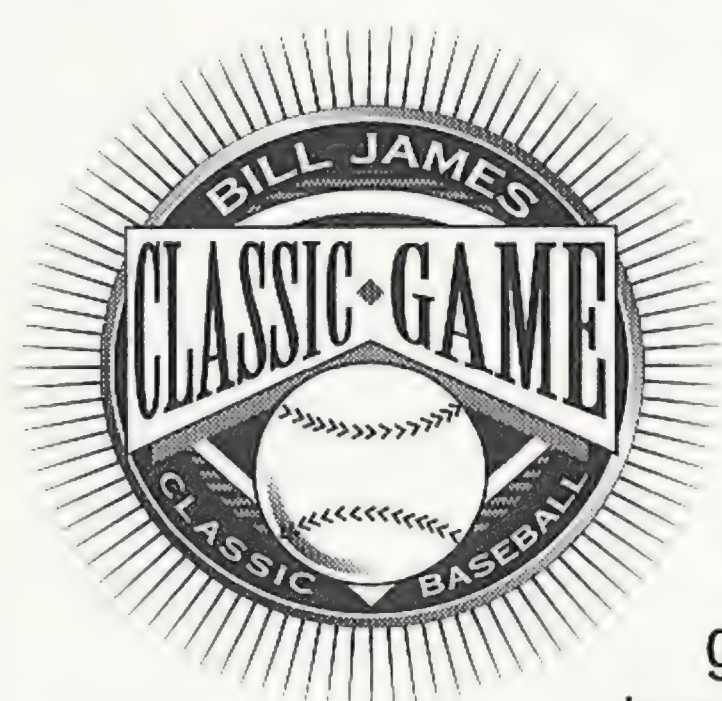
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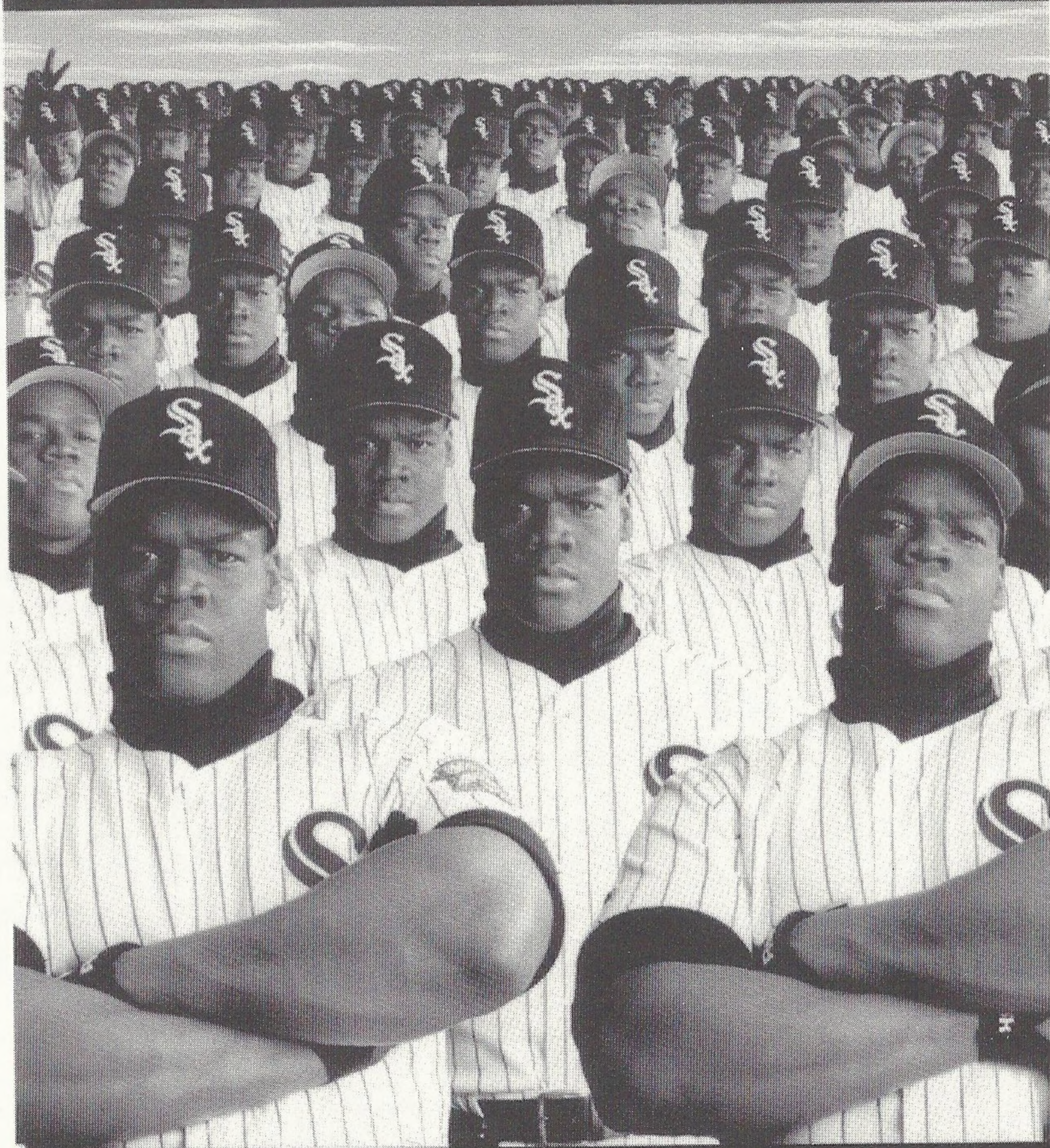
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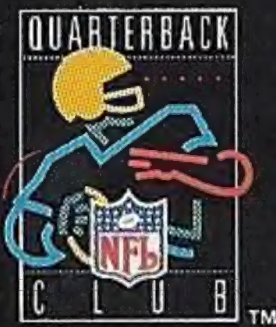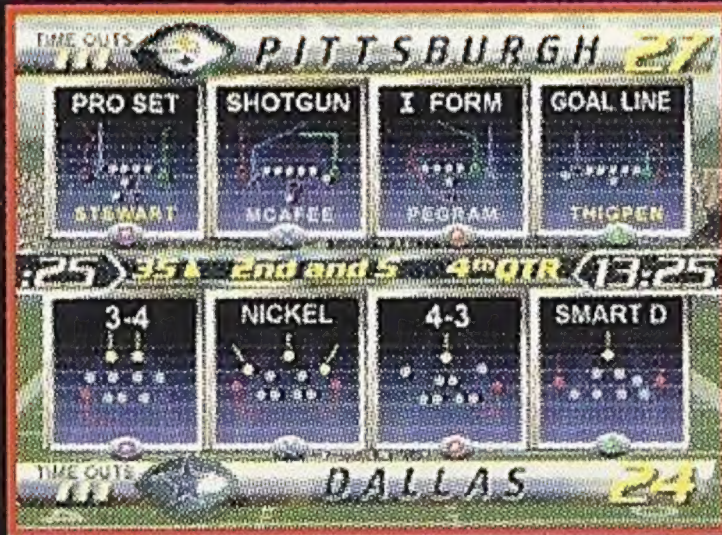
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